

SILVERDALE BASEBALL LEAGUE RULES 2010

Revision: 1-28-10



Websites: spwaa.org & eteamz.com/s-pony

Game Rain line: 360-692-9174

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Rules and Regulations

This is not a complete set of rules governing baseball play. Play is governed by Official Baseball Rules, P.O.N.Y. Rules and Silverdale Baseball League Rules. The league rules supercede the P.O.N.Y. Rules and the P.O.N.Y. Rules supercede the Official Baseball Rules.

1 – THE LEAGUE

- A. Silverdale Baseball is under the organizational and liability insurance umbrella of Silverdale Pee Wees.
- B. The Silverdale Pee Wee board is the authority over Silverdale Baseball. The Silverdale Baseball Athletic Director (Baseball Director – baseball@spwaa.org) is a member of the Pee Wee board during the baseball season and gives reports as necessary at the monthly Pee Wee meetings.
- C. The Baseball Director may appoint Division Directors that are responsible for organizing the teams for work parties, creating practice schedules, making sure teams are maintaining the fields and handling questions and disputes.
- D. If there is a coach or parent issue that the Baseball Director needs support on, the parent or coach will be brought before the Pee Wee Board for resolution.
- E. Silverdale Baseball does not limit participants in its league on the basis of disability.
- F. Silverdale Baseball is a non-discriminatory organization, which prohibits actions against an individual on the basis of race, sex, creed, religion or national origin.
- G. Silverdale Baseball reserves the right to refuse the registration of a player which has been in violation of the General Conduct 21-D rule below.
- H. League registration occurs during the 1st three Saturdays in February from 10:00am to 2:00pm at the Ross Field Clubhouse. Registration can occur after the official time until divisions are full or the Baseball Director closes it.
- I. Team practices start in the middle of March and games will start in the middle of April, ending in the first, second, or third week of June depending on the division and tournament wins.
- J. A season events schedule is given to the coaches before the season starts and has specific dates and times of season events such as meetings and work parties.
- K. Head coaches coach on a year-to-year basis and may not be invited back the following year due to various reasons, one being too many coaches.
- L. Head coaches and any assistant coach that may be in-charge of practice must fill out a Washington State Patrol Form and Coaches Pledge.

2 – DIVISIONS

- A. Shetland: ages 5 and 6.
- B. Pinto: ages 7, 8 and 9.
- C. Mustang: ages 9 and 10.
- D. Bronco: ages 11 and 12.
- E. Babe Ruth: ages 13, 14 and 15
- F. Players may be allowed to play in a division that is different than their age. This will be decided by the Baseball Director on a case-by-case basis. Age 9 players will be evaluated and assigned to Pinto (coach pitch) if their skill level is more suited and safer at that level.

3 – TEAMS

- A. Shetland and Pinto teams shall consist of not more than 15 players.
- B. Mustang, Bronco, Pony teams shall consist of not more than 12 players and should not exceed more than eight players of the older age unless the division is comprised of only one age group.

4 – LEGAL PLAYERS

- A. Players must have a Silverdale Pee Wee application filled out and a birth certificate on file.
- B. Players must pay the proper fees or meet scholarship requirements.
Ages 5-8: \$90 Ages 9-12: \$110 Ages 13-15: \$140
- C. Age, for league purposes, means “league age”, which is that age attained by a player prior to May 1 of the season in question.

5 – BOUNDARIES

- A. Silverdale Baseball, ages 5-12, has no boundaries. Ages 13-15 boundaries as determined by the Babe Ruth Association.

6 – SELECTION OF PLAYERS

- A. The selection of players for league teams shall be under the direction of the Baseball Director or a Division Director.
- B. Shetland and Pinto players will be placed on teams by requests of coaches, players, and parents to the best of the ability of the Division Director.
- C. Mustang, Bronco and Babe Ruth players will be placed on teams per the current year draft rules.

7 – PLAYING FIELDS

- A. Distance between bases:
Shetland: 50 feet Pinto and Mustang: 60 feet Bronco: 70 feet Babe Ruth: 90 feet
- B. Pitching Distance:
Pinto: 38 feet Mustang: 46 feet Bronco: 50 feet Babe Ruth: 60 feet
- C. Home plate to center of second base:
Shetland: 70’ 8.5” Pinto and Mustang: 84’ 10” Bronco: 99’
- D. The fair play area shall be within the first base and third base foul lines and a fence or marked line establishing the outfield limits of the playing area.
- E. The height of the pitcher’s mound above the level of home plate and the base paths, raised by a gradual slope should be about 6 inches.

8 – EQUIPMENT

- A. Bats: wooden, metal, graphite or ceramic bats, manufactured specifically for baseball play, which are round and not more than two and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length, are acceptable.
- B. Rubber soled or rubber cleated shoes are permitted, metal cleated shoes are not permitted for Shetland, Pinto, Mustang, and Bronco, but are permitted for Babe Ruth.
- C. The batter, players in the on-deck batting area, base runners and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
 - 1. No decal other than the player’s name, number, team name or logo shall be added to the protective headgear.

2. Any headgear in violation of this rule shall be removed from play.
- D. Catchers that receive a pitched ball are required to wear proper protective equipment including an athletic supporter (cup), a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound in the bullpen or elsewhere.
 - E. It is highly recommended that all players wear athletic supporters (cup).
 - F. Shetland and Pinto: it is strongly recommended that the players wear the jersey and hat that is provided by the league during the games.
 - G. Mustang and Bronco: it is required that the players wear a hat and jersey that matches the rest of the team. Shirts and hats can be borrowed from other players that are not on the field playing.
 - H. No jewelry shall be worn by any player, except for medical identification.

9 – LEAGUE PLAYING RULES

- A. **Official Rules:** The official playing rules, with the exceptions and variations contained in this rules guide and PONY Baseball Rules, shall be “Official Rules of Major League Baseball”, as released through the office of the Commissioner of Baseball. Babe Ruth will play using the Babe Ruth rule book and rules exceptions separate from this rule book.
- B. **Mound Huddle:** There is no limit to the number of players that can huddle on the field during the game. Umpires shall discourage such gatherings when they tend to delay the game.
- C. **Batting the Roster:** The entire roster of players present for the game shall bat in rotation. See Mustang and Bronco end-of-season tournament rules for exceptions.
- D. **Head First Sliding:** There shall be NO head first sliding. (Except when returning to a base during a pick-off play on a runner. During a pickle, a player must not slide head first.) Penalty – runner shall be called out.
- E. **Home Run Ball:** At Bronco and Mustang level, if a player hits the ball over the fence for a home run during the game, the ball is given to the player.
- F. **Slide or Avoid:** Runners must slide or avoid contact during a play. Penalty – runner shall be called out. If a defensive player is in the base path without the ball (unless making a play on a hit ball) and obstructs the runner, the runner is awarded the base they are going to.
- G. **Runner Obstruction:** If the runner makes contact with a fielder making a play on the ball, the runner is out.
- H. **Field Setup:** The home team is responsible for set-up and take down of the field except post season play. This includes setting out and emptying trash cans. Each team will clean up there own dugout after the game. The team responsible for field setup will be in the dugout closest to the equipment storage. (Ross 1 = 3rd base dugout, Ross 2 = 1st base dugout, Ross 3 = 3rd base dugout, Ross 4 = 1st base dugout, Ross 5 = 1st base dugout)
- I. **Umpire Problems:** Managers ONLY shall contact their Division Director or Baseball Director in regards to umpire problems or no shows.
- J. **Ejection:** Manager or Coach ejected from a game. Penalty – One game suspension unless overruled by the Baseball Director.
- K. **Managers and Coaches** not in compliance with all Silverdale Baseball rules as determined by the Baseball Director may be dropped from all coaching until a written letter is submitted to explain their actions and request for reinstatement is made to the League Decisions Committee (19-A).

10 – SHETLAND RULES

- A. **Adhere to Rules:** All coaches are to adhere to these rules and not make-up their own.
- B. **Length of Games:** No new inning will begin after 1 hour.
- C. **Umpires:** The home team provides an umpire behind the plate. The visiting team will provide an umpire in the field.
- D. **Coaches and Parents:** Coaches and parents are allowed on the field during games to coach the players. This will be coordinated through the Managers of each team.
- E. **Players:** The entire roster shall play in the field every inning. The infield is to be set-up as a normal baseball infield with one pitcher, 1st, 2nd and 3rd baseman, shortstop and catcher. The rest of the players are to be spread-out in the outfield. Coaches are to regularly rotate players into the infield. This can be done during the inning since each team bats through the entire line-up each inning.
- F. **Player Outs:** If a player is out by baseball rules, they will return to the dugout, but outs are not kept since all players bat each inning.
- G. **The Catcher:** The catcher shall stand away from the plate until the batter swings, then field the position defensively.
- H. **Batters:** Batters will hit off a batting Tee only. Each player will get 5 swings, after 5 swings a coach will assist the batter in hitting the ball.
- I. **Batting:** Half of an inning will consist of all players batting.
- J. **Bunting:** Batters are not permitted to bunt at the ball on the batting tee.
- K. **Batting Tee:** The batting tee shall be placed on home plate. The umpire is responsible for removal prior to any play at home plate.
- L. **Batting Arc:** A 10-foot arc shall be inscribed in front of home plate, from the first to the third base foul line (Ross-2 has a grass line arc), and any batted ball which does not travel beyond that line will be considered a foul-strike for purposes of this rule.
- M. **Infield Fly:** There is no infield fly rule.
- N. **Score:** Score will NOT be kept.
- O. **Overthrows:** Only one base will be allowed on overthrows.
- P. **Extra Bases:** Players can take extra bases if the ball is in the outfield. Once the ball is in the infield, the runner stops at the nearest base.

11 - PINTO RULES

- A. **Adhere to Rules:** All coaches are to adhere to these rules and not make-up their own.
- B. **Batting Lineup:** Entire roster of players present will be in the batting lineup.
- C. **Length of Game:** Six inning games except that no new inning will begin after 1-½ hours from the official start time.
- D. **Umpires:** The home team provides an umpire behind the plate. The visiting team will provide an umpire in the field.
- E. **Bunting:** Batters are not permitted to bunt or soft swing at the ball. Penalty: Pitch is a strike and the ball is dead.
- F. **Number of Pitches:** A batter shall be declared out after failing to hit a fair ball after six pitches or three swings at the ball from a coach. The batter is out if there are three strikes before the sixth pitch. Missed swings are counted as strikes, as are foul balls and foul tips. A batter is not out on a foul ball or a foul tip.
- G. **Catcher Position:** The catcher may assume the catcher's position or stand away until the batter swings, then field the position defensively.
- H. **No Leading Off:** Base runners shall remain in contact with the base until the ball is hit. Penalty: Runner is out and ball is in play if ball is hit
- I. **Coach Hit by Pitch:** If a batted ball hits the coach pitcher, the ball is dead. The pitch is a foul strike and no runners may advance.
- J. **Defensive Positions:** Ten (10) players shall be used defensively. Regular baseball positions plus one outfielder. All players are to be rotated through three areas:
 - 1. outfield/catcher - 2. infield - 3. bench
- K. **Walks:** No walks allowed unless a kid pitches.
- L. **Infield Fly:** There is no infield fly rule.
- M. **Five Run Rule:** A five (5) run per inning rule for all six innings is in affect. The inning must end on an out or a dead ball called by the umpire.
- N. **Extra Bases:** Players can take extra bases if the ball is in the outfield. Once the ball is in the infield, the runner stops at the nearest base.
- O. **Player Pitch:**
 - 1. **Choices:** Both coaches have to agree on using player pitchers before the start of the game for it to occur and each batter has the choice of hitting off a coach or player pitcher
 - 2. **Coach vs. Player:** A coach will pitch for the first three innings of each game. A player will pitch for the last three innings of each game.(Or less if the team or teams do not have three players who can pitch.
 - 3. **Pitching Limit:** A player will not pitch more than one inning per game.
 - 4. **Pitch Count:** A player pitcher will be limited to five pitches per batter. If the batter has not put the ball into play or has been struck out, the coach will finish the at bat by throwing two pitches.(unless there are two strikes on the batter and he/she swings and misses the first pitch from the coach). The count will remain the same on the batter when the coach takes over pitching.
 - 5. **Called Strikes:** There will be called strikes while the player pitcher is pitching.
 - 6. **Calling Balls/Strikes:** The coach who normally pitches for his/her team will remain by the opposing teams pitcher while the player is pitching and will call balls and strikes.
 - 7. **Hit by Pitch:** If a batter is hit by a player pitcher, the batter will have the option of taking first base or having the coach pitch for the remaining at bat.

12 – MUSTANG RULES

- A. **Game Report:** Home teams will complete a game report form, signed by both managers placed in the proper file holder to the right of the mailboxes in the clubhouse after each game.
- B. **Number of Players:** All teams must have at least seven (7) players in uniform (including hat) and ready to field their positions to start the game. (15 minutes grace) Penalty – forfeiture of game. If a team starts with less than 9 players, they take an out for each player below nine. These outs will be recorded as the 8th and 9th positions in the batting lineup. If a team drops to six (6) players during the game, the game immediately ends in a forfeit by the team with 6 players.
- C. **Player Leaving Early:** In regular season, if a player(s) will be leaving the game early, that spot, in the batting lineup, will be skipped over as no out unless the team has less than 9 players. Refer to rule 12-B
- D. **Player Arrives Late:** In regular season, if a player arrives to a game late, they will be added to the bottom of the lineup.
- E. **Injured Player:** If the player cannot continue, skip them in the line-up without an out.
- F. **Playing Time:** All players eligible to play shall not sit on the bench (not on the field) more than 1 inning in a row unless they are injured, sick or request not to play.
- G. **Pre-game Warm-up:** 15 minutes before the game starts, the Away team takes the infield for 7 minutes, then the Home team takes the infield for 7 minutes, then the Umpire/coaches meeting takes place. TRY TO GET THE GAME STARTED ON TIME. If the Away team does not take the field in time, the Home team still takes the field 8 minutes before game time. If the game is getting started late, only hit one or two balls to each player to get the game started quickly.
- H. **Courtesy Runner:** The courtesy runner will be the player that made the last out.
 - 1. For catchers when there are two (2) outs is permitted.
 - 2. For players injured while running bases.
- L. **Teams in Dugouts:** The team responsible for field setup will be in the dugout closest to the equipment storage. (Ross 1 = 3rd base dugout, Ross 2 = 1st base dugout, Ross 3 = 3rd base dugout, Ross 4 = 1st base dugout, Ross 5 = 1st base dugout).
- I. **Bat the Full Roster:** Full roster will bat in starting line-up if they are present. Late arrivals will be placed at bottom of line-up.
- J. **Official Time:** The plate umpire will announce to managers and team score keepers the official start time. The official score keeper (home book) will record the start time in the record book.
- K. **Free Substitution:** for all fielding positions (except pitcher).
- L. **Blocking the Base Path:** If a defensive player is in the base path without the ball and obstructs the runner from getting to the base they are going to, the runner is given the base that they are trying to get to. Exception: If the defensive player is moving toward the ball when the obstruction happens. If the runner touches the defensive player while the defensive player is making a play for the ball, the runner is called out.
- M. **Infield Fly Rule:** There is no infield fly rule.
- N. **Dropped Third Strike:** The batter is out and does not advance to 1st base.
- O. **On Deck Circle:** A team can use the opponent's on-deck circle if they choose to.
- P. **Five (5) Run per inning Rule:** is in effect except for the last inning as determined by the umpire. The inning must end on an out or a dead ball called by the umpire. (In theory 8 runs could be scored in an inning before the teams change over). If the hitting team has 4 runs and bases are loaded and the batter walks, it is a dead ball and the player walks to home plate to end the inning with 5 runs if it is a non-unlimited run inning.
- Q. **Leading off / Stealing:**

1. Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher or is hit.
2. The pitcher will not start the pitching motion until all base runners if any are in contact with the base.
3. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher or is hit shall be called out immediately and the ball is dead.
4. The completion of a play: When the lead runner is forced back to a base or does not advance within 2 seconds after the pitcher or catcher has the ball and their attention on the lead runner.
5. Batters do not advance to 2nd base when they have just gotten a base-on-balls unless there is a pass ball or a play has been made on another runner.

R. Length of Games:

1. **Full Game:** A full game is 6 innings or 5 ½ innings if the home team leads or the game is called by time.
2. **Time Limit:** No new inning shall start after 1 hour and 50 minutes from the official start time unless there is a tie game. Tie games will play on, but no extra inning can start after 8:00pm on weeknights. If one team is delaying the game in any way to push the time beyond 8:00pm, another inning will be played per the umpire's judgment. If the game is the last one on the field on Saturday, for tie games, there is no time limit, but the game can go no longer than 9 innings.
3. **Ties:** Games can end in a tie during regular and pre-season.
4. **Ten (10) Run Rule:** after four (4) or more complete innings, or 3 ½ innings if home team leads.
5. **Nine Innings:** No game will go beyond 9 innings unless it is a tournament game.
6. **Called game:** If a game is called by an umpire for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in four complete innings. If the called game is not a complete game, the game will be continued from the current game status at a later time.

S. Post Season Tournament:

1. **Time Limit:** No new inning will start after 2-1/2 hours from game start unless the game is tied.
2. **Playing Time:** All players present at the start of the game and eligible to play shall be guaranteed at least two (2) full defensive innings of play during a full length game. (Does not apply to games that end prematurely; 10 run rule, time limit, rain, etc.) For the players that are not substituted, Rule 12-F applies.
3. **Batting Lineup:**
 - a. **Same Number of Players:** The batting lineup shall consist of the equivalent number of players as the opponent unless they have 8 players (an out taken at the 9th position). In that case, 9 players would be in the batting lineup.
 - b. **Free Substitution:** With 10 players or more, there is free substitution (except the pitching position). The players that are not in the batting lineup will be substituted into the batting lineup during the game.
 - c. **Minimum Playing time:** All players must play 2 defensive complete innings in the field if the team has played at least 6 defensive innings.
 - d. **One Team has 9:** If one team has only nine players, both teams play with nine.
 - e. **One Team has 8:** If one team has only eight players, the team with more than eight will play with nine and substitute the remaining players.

- f. **One Team has 7:** If one team has seven players, they will take outs in the 8th and 9th spots in the batting lineup, and the other team will play with nine.
 - g. **One Team has 6:** If a team has only 6 players at the start of the game, they have a 15 minute grace period to wait for the 7th player. If a team has only 6 players during the game, that team immediately forfeits.
3. **Batting Order:** Players must stay in the same batting order.. If a starter re-enters, they must go in at the same position in the batting order they started the game at. A player that did not start cannot re-enter the game once they are substituted for unless there is an injury and no legal subs.
 4. **Ten 10-Run Rule:** is in effect.
 5. **Home Team:** The higher seeded team is recognized as the home team. Highest seed is #1.
 6. **Setup/Takedown:** The lower seeded team will be responsible for field setup and takedown.

13 – BRONCO RULES

- A. **Game Report:** Home teams will complete a game report form, signed by both managers placed in the proper file holder to the right of the mailboxes in the clubhouse after each game. If both teams do not sign it, both teams must email the score and pitching info to the Baseball Director.
- B. **Number of Players:** All teams must have at least seven (7) players in uniform (including hat) and ready to field their positions to start the game. (15 minutes grace) Penalty – forfeiture of game. If a team starts with less than 9 players, they take an out for each player below nine. These outs will be recorded as the 8th and 9th positions in the batting lineup. If a team drops to six (6) players during the game, the game immediately ends in a forfeit by the team with 6 players.
- C. **Player Leaving Early:** In regular season, if a player(s) will be leaving the game early, that spot, in the batting lineup, will be skipped over as no out.
- D. **Player Arrives Late:** In regular season, if a player arrives to a game late, they will be added to the bottom of the lineup.
- E. **Injured Player:** If the player cannot continue, skip them in the line-up without an out.
- F. **Playing Time:** All players eligible to play shall not sit on the bench (not on the field) more than 1 inning in a row unless they are injured, sick or request not to play
- G. **Pre-game Warm-up:** 15 minutes before the game starts, the Away team takes the infield for 7 minutes, then the Home team takes the infield for 7 minutes, then the Umpire/coaches meeting takes place. TRY TO GET THE GAME STARTED ON TIME. If the Away team does not take the field in time, the Home team still takes the field 8 minutes before game time. If the game is getting started late, only hit one or two balls to each player to get the game started quickly.
- H. **Courtesy Runner:** The courtesy runner will be the player that made the last out.
 - a. For catchers when there are two (2) outs is permitted.
 - b. For players injured while running bases.
- M. **Teams in Dugouts:** The team responsible for field setup will be in the dugout closest to the equipment storage. (Ross 1 = 3rd base dugout, Ross 2 = 1st base dugout, Ross 3 = 3rd base dugout, Ross 4 = 1st base dugout, Ross 5 = 1st base dugout).
- I. **On Deck Circle:** A team can use the opponent's on-deck circle if they choose to.
- J. **Bat the Full Roster:** Full roster will bat in starting line-up if they are present. Late arrivals will be placed at bottom of line-up.
- K. **Official Time:** The plate umpire will announce to managers and team score keepers the official start time. The official score keeper (home book) will record the start time in the record book.

- L. **Free Substitution:** for all fielding positions (except pitcher).
- M. **Blocking the Base Path:** If a defensive player is in the base path without the ball and obstructs the runner from getting to the base they are going to, the runner is given the base that they are trying to get to. Exception: If the defensive player is moving toward the ball when the obstruction happens. If the runner touches the defensive player while the defensive player is making a play for the ball, the runner is called out.
- N. **Length of Games:**
- a. **Full Game:** A full game is 7 innings or 6 ½ innings if the home team leads or the game is called by time.
 - b. **Time Limit:** No new inning shall start after 2 hours from the official start time unless there is a tie game. Tie games will play on, but no extra inning can start after 8:00pm on weeknights and no new inning will start after the next games start time (Saturday, if there is a game following). If one team is delaying the game in any way to push the time beyond 8:00pm, another inning will be played per the umpires judgment. If the game is the last one on the field on Saturday, for tie games, there is no time limit, but the game can go no longer than 10 innings.
 - c. **Ties:** Games can end in a tie during regular and pre-season.
 - d. **Ten (10) Run Rule:** after five (5) or more complete innings, or 4 ½ innings if home team leads.
 - e. **Ten Innings:** No game will go beyond 10 innings unless it is a tournament game.
 - f. **Called game:** If a game is called by an umpire for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in four complete innings. If the called game is not a complete game, the game will be continued from the current game status at a later time.
- O. **Post Season Tournament:**
- a. **Time Limit:** No new inning will start after 2-1/2 hours from game start unless the game is tied.
 - b. **Playing Time:** All players present at the start of the game and eligible to play shall be guaranteed at least two (2) full defensive innings of play during a full length game. (Does not apply to games that end prematurely; 10 run rule, time limit, rain, etc.) For the players that are not substituted, Rule 13-F applies.
 - c. **Batting Lineup:**
 1. **Same Number of Players:** The batting lineup shall consist of the equivalent number of players as the opponent unless they have 8 players (an out taken at the 9th position). In that case, 9 players would be in the batting lineup.
 2. **Free Substitution:** With 10 players or more, there is free substitution (except the pitching position). The players that are not in the batting lineup will be substituted into the batting lineup during the game.
 3. **Minimum Playing time:** All players must play 2 defensive complete innings in the field if the team has played at least 6 defensive innings.
 4. **One Team has 9:** If one team has only nine players, both teams play with nine.
 5. **One Team has 8:** If one team has only eight players, the team with more than eight will play with nine and substitute the remaining players.
 6. **One Team has 7:** If one team has seven players, they will take outs in the 8th and 9th spots in the batting lineup, and the other team will play with nine.
 7. **One Team has 6:** If a team has only 6 players at the start of the game, they have a 15 minute grace period to wait for the 7th player. If a team has only 6 players during the game, that team immediately forfeits.

- d. **Batting Order:** Players must stay in the same batting order when in the game. If a starter re-enters, they must go in at the same position in the batting order they started the game at. A player that did not start cannot re-enter the game once they are substituted for unless there is an injury and no legal subs.
- e. **Ten 10-Run Rule:** is in effect.
- f. **Home Team:** The higher seeded team is recognized as the home team. Highest seed is #1.
- g. **Setup/Takedown:** The lower seeded team will be responsible for field setup and takedown.

14 – PITCHING RULES

Numbers in chart are maximum number of innings.

	Pitches Per Game	Regular & Pre-Season			Season Ending Tournament		
		1 cal. Day	1 cal. Week	40hr rest requ.	1 cal. Day	1 cal. week	40hr rest requ.
Mustang	70**	3	8	3 or more	3 *	10	3 or more
Bronco	80**	4	12	4 or more	4 *	14	4 or more

* If there are two games in one day, a player can pitch any combination of innings in both games, just as long as the maximum innings are not exceeded for the day or week.

** A player cannot begin to pitch to a batter if they have reached or exceeded their pitch count. The pitcher does not have to be pulled during an at bat if they reach or exceed the limit. They must be pulled at the completion of the at bat.

- A. **40 hour exception:** A pitcher can start a 9:00am Saturday game after pitching the amount of 40 hour rule innings on Thursday.
- B. **Types of Pitches:** It is recommended that the players are taught how to throw a 4 seam fast ball. If they can throw these for strikes, then a 2 seam fast ball, then a simple change-up pitch. A parent has a right to allow their child to throw harmful pitches, but the club does not allow coaches to teach players (that are not related them) how to throw these types of pitches.
- C. **One Inning:** 1 pitch in an inning = 1 inning on the pitching record.
- D. **One calendar week:** 12:01am Monday to 12 midnight the following Sunday.
- E. **Withdrawn Pitcher:** Any pitcher withdrawn from the mound and goes to play another position or sits out cannot pitch again in the same game.
- F. **Hit Batters:** If a pitcher hits three batters in a game, then he must be removed from the mound for the remainder of the game.
- G. **Mound Visits:** If a manager, coach or parent, goes onto the playing field to talk to the pitcher more than once in a half inning, while the same player is pitching, a pitching change shall be made. The only exception to this rule shall be in case of injury.
- H. **Violations:** Managers in violation of any of the pitching rules shall be subject to the following penalty: Upon appeal by the opposing manager or notification by the official scorer or league officers, the player shall be immediately removed from the mound and the team manager ejected from the game. Ejection of a manager requires them to remain far enough away from the field that they cannot be seen or heard. If the manager does not adhere to the penalty, the game will not continue until the manager is gone. The manager shall be ineligible to participate in the next scheduled game played by the team.

15 – SCHEDULE

- A. Scheduling and Rescheduling of league games shall be the responsibility of the Baseball Director or Division Director, and shall schedule not less than 12 regular season games for each team. Rainouts can effect how many of the originally scheduled games get played.
- B. Under no condition shall league officers set up a schedule of games which would require a team to play more than two (one for Shetland) games in one day.
 - 1. Weeknight games will have a start time from 5:30pm to 6:00pm unless double header games are required.
 - 2. Shetland and Pinto regularly scheduled games end on the Saturday before the Mustang end-of-season tournament unless games are rescheduled beyond that time.
 - 3. Mustang and Bronco end-of-season tournament will start the Monday following the end of the regular season.

16 – UMPIRES

- A. Assignment of umpires shall be the responsibility of the Baseball Director, an appointed person or organization.
- B. The use of tobacco in any form by umpires on the field is prohibited.

17 – SPONSORS

- A. Team or league sponsors shall be only those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth.
- B. Specifically, no firm or company whose advertising reflects the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program or be permitted to display any form of such advertising in connection with the program.

18 – MANAGERS AND COACHES

- A. The use of tobacco, alcohol or illegal drugs in any form by players or adult leaders in the dugout, on the benches or on the playing field shall not be permitted.
- B. Smoking is not permitted at Ross Field.
- C. There is no smoking on school grounds.

19 – LEAGUE DECISIONS COMMITTEE

- A. The committee consists of the Pee Wee President, Vice President, Baseball Director, and the Division Directors. At least three members of the committee shall be present to render a decision.
- B. The Decisions Committee shall concern itself only with game protests, leaving the resolution of other matters in the hands of league officers.
- C. The Decisions Committee may solicit testimony and advice from any source it chooses, but actual decisions shall be based on majority vote of the members of the committee only.
- D. When feasible, the Decisions Committee shall make every effort to render a decision on a protest within 48 hours of receipt of the protest in written form.
- E. Decisions of the Decisions Committee shall be final and are not subject to appeal.

20 – PROTESTS

- A. A protest based on a play which involves an umpire's judgment shall not be permitted.
- B. When protests are based on an interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to a member of the Decisions Committee, within 48 hours of the completion of the game.
- C. When protests based on the interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
- D. Umpires should make a public announcement to the crowd when a game is being played under protest.
- E. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

21 – GENERAL CONDUCT

- A. Silverdale Baseball, through the Decisions Committee, reserves the right to remove players or adult volunteers whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of the Silverdale Baseball program.
- B. Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.
- C. Players or adult volunteers in violation of this General Conduct policy may be refused entry, or may be removed from play.
- D. Parents (or relatives) of players who engage in unsportsmanlike conduct, such as fighting, foul language (language not allowed in Rated G movies) or similarly derogatory activity, may be asked to leave the field. If they do not leave, the Kitsap County Sheriff may be called to remove them. In the weeks following, if they continue to be a problem, the player they are associated with will be removed from the league and a prorated amount of the fee will be returned (based on the number of regular season games not played).

22 – COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing potential for transmission of these infectious agents should include, but not be limited to, the following:

- A. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
- B. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- C. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
- D. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
- E. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.

- F. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouth-pieces, resuscitation bags, or other ventilation devices should be available for use.
- G. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- H. Contaminated towels should be properly disposed of/disinfected.
- I. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

23 – GENERAL NOTES

- A. Commitment:** By coaching with the Silverdale Baseball program, you make a commitment to players, parents, coaches and the organization to create an atmosphere of cooperation for the benefit of the kids. – This is like a mission statement.
- B. Be organized as a manager.** Lead by example to kids and parents. The Manager is the critical element for success.
- C. Registration:** Call players from the previous year and tell them when registration is and help at the tables.
- D. Applications:** Confidential, yellow sheets are only for Manager. Fees and B.C. are due at registration, players will not be placed on a team if not received.
- E. Sportsmanship:** The catcher is not to talk to the batter when the batter is in the box. Do not allow players to talk negatively to teammates and players on the other team.
- F. Get a team mom** and give a name and phone through the division director to the Concession Manager.
- G. Evaluations:** Need coaches to help. (Mustang Coaches during Bronco Eval, Bronco Coaches during Mustang Eval.)
- H. List of players** to be kept (up to 3) must be turned in before the draft. Email is fine: baseball@spwaa.org
- I. Field Maint.** – If the field is not taken care of after practice, you may lose your privileges to field time. This includes filling in low areas, raking around home plate, the bases and the pitching mound.
- J. Use of cages.** – Pre-game warm-up, cooperate with other coaches and quickly move the players through if other teams want to use it. That is not the time to workout bad habits. During the game season, after 5:30pm weeknights, the division directors will create schedules for team use.
- K. Practice Schedule.** The Division Directors will create a schedule for pre-season and a different schedule for during the season. Your pre-season practice schedule ends on the Saturday before the first game.
- L. How work party works** – The Division Director will issue jobs to the coaches, and the coaches rally the parents and players to complete the task.
- M. Umpires.** Shetland and Pinto by parents/volunteers. Mustang by paid Silverdale Baseball Staff. Bronco by a paid outside organization.
- N. Rain Policy:** practice/game - If the infields are soft from rain, please do not practice on them. Move to the grass and practice there. If there is a medium to hard rain during practice, you may want to go into a dugout, or under cover if you can for a period of time and go over baseball issues and possibly get to know the kids. If the rain continues, practices should be cut short. There is no need to have the kids out in the rain. Game rainout: The Baseball Director will leave a message on the rain phone line after 3:30pm. If the message says that field playability will be decided at game time, if a director is not present, the coaches will decide if the game can be played safely. At the Bronco level, the umpires may make the decision.

- O. Game report Sheet** – (home team) Mustang managers must fill out game report slip and have umpires sign them. Broncos can fill out a sheet or email the information to baseball@spwaa.org.
- P. The Draft** will be covered in a meeting in late February/early March.
- Q. Season Ending Tournament** – Two game guarantee for all Mustang and Bronco teams. No tournament for Pintos.